

Q

Is there a way to add TITLES or text in TVPaint ?

A

Yes, there is .

Look in the [TVPaint User Manual](#) , search for "**Text Tool**" and also in the FX Stack --- Rendering --- look under "**Rendering Multiline Text Effect**" .

### Here is the Basic Process

1. Create a New Layer in the TVPaint Timeline ,
2. Use the Fill Tool (Paintbucket tool) to Flood Fill that layer with Black.
3. Now make a new blank layer over top of the black layer.
4. Apply the Text Tool or Multiline Text on the blank layer , to get White titles on black background. ( the Text tool has a Letter A on its icon in the tools area)

(of course the background can be other colors , not just black, and the Text can also be any color you choose from the Color Picker , but White lettering on Black background is always nice)

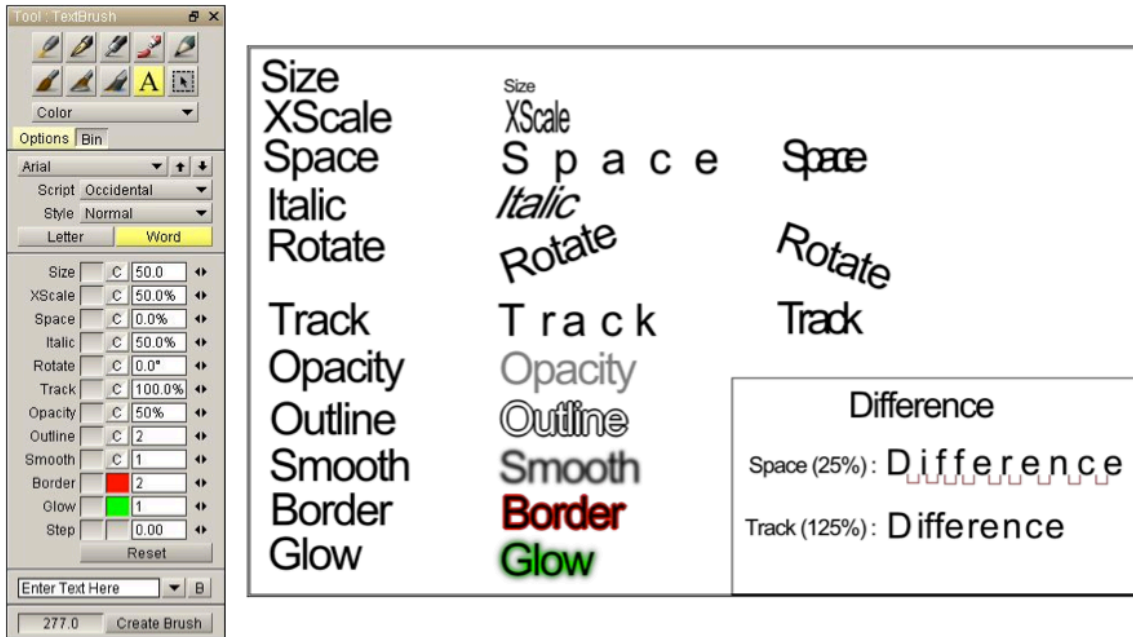
The TVPaint User Manual should be on your TVPaint install disc, or you can download it here:

<http://www.tvpaint.com/v2/content/article/downloads/manual.php>

Below are a few screen shots from the TVPaint User Manual. Refer to the tutorials in the Manual for the complete description of using the Text tools:

## The Text tool

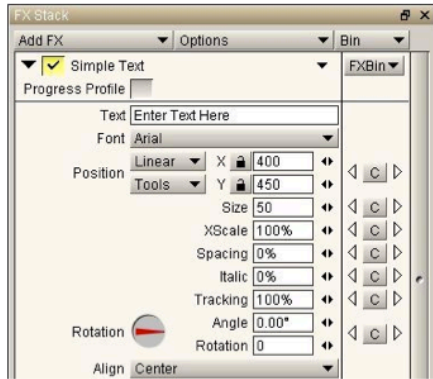
The *Text* tool is used, as its name implies, to generate text brushes.



Here you will find a general introduction into how to add a text to your images:

- \* Enter the text of your choice in the text field at the bottom of the panel.
- \* Select the font of your choice.

## The Rendering > Text effect



We saw in lesson 5 how to create a *Text Brush* using the *Text* tool from the tool panel.

The *Rendering > Text* effect should not disorientate you.

- \* The *Text* field is where you have to type the text,

- \* The *Font* menu allows you to change the font,

- \* You already know the various settings like *Size*, *Size X*, *Spacing*, *Italic*, *Tracking* and *Angle*. However, these values can be keyframed now (which cannot be done with the simple *Text Brush* tool).

So you can make a text going bigger and bigger, make it switch to italic, or make the spacing change, etc... or all at the same time !

Let's take a look to the new settings :

- \* You can make the text follow a path thanks to the *Position* settings (with a stored path or graphically through the HUD).

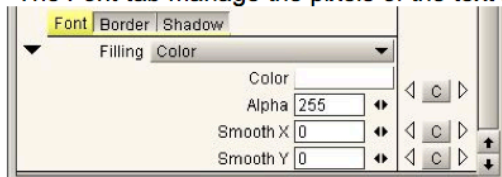
- \* The *Angle* setting permits to adjust the angle made by the text (in relation to the horizontal line),

- \* The *Rotation* setting can increase the *Angle* value with a multiple of 360,

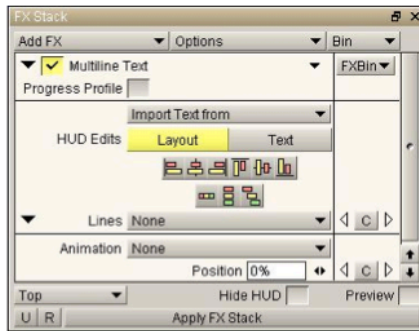
- \* The *Align* menu allows you to change the position of the HUD text handle : right, left, centered.

There are still 3 tabs left :

- \* The *Font* tab manage the pixels of the text itself



## The *Rendering* > *Multiline Text* effect



The effect *Rendering* > *Multiline-Text* is the most important titling tool of TVP Animation Professional Edition.

The first thing to do when using this effect is import text lines. To do this you may :

- \* use text lines stored in an ascii .txt files
- \* use text lines stored in your clipboard.

(for example, if you have cut or copied some text from another software)

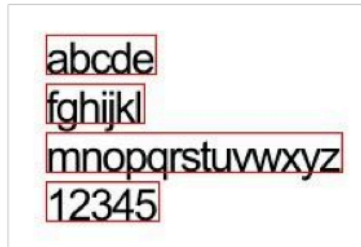
After this choice, your text is displayed on the screen. Two kind of H.U.D are available for this effect. The parameters directly adjustable on the screen depends on the H.U.D selected :

\* angle, size and position on the screen for the *position H.U.D*

\* the text itself for the *text H.U.D*



The position HUD



The text HUD